ATV Offroad Fury® 3

SOUTHPEAK INTERACTIVE

Instruction manual

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

SLES-53754-ANZ

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 90KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

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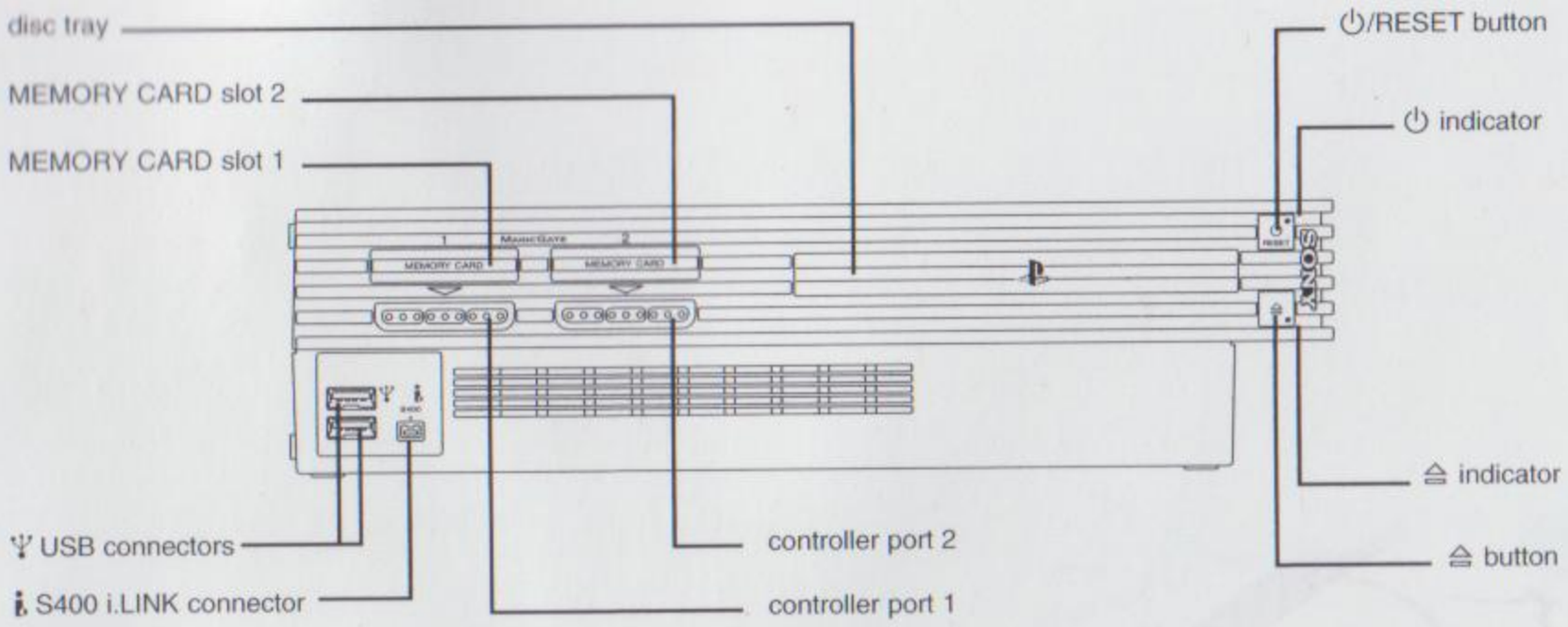
Table of Contents

Setting up your console	2	Using Replay	16
Controller Diagram	3	Championship (Single Player)	17
Controls	4	The Garage	18
Player Profile	6	Shop Menu	20
Unlock Features with Championship Credits	7	The Enduro Waypoint Editor	21
Main Menu	8	The Pause Menu	22
The Game Screen	10	Game Lobby (Multiplayer)	23
Take the Training Course!	11	Split Screen (Multiplayer)	23
Driving an ATV	12	The Mini games	24
ATV Performance	13	Credits	26
The Event Types	14	Limited Warranty	28
Single Event Modes	16		

SAFETY ALERT

The ATVs in this video game may differ from actual ATVs in shape, color and performance. The racing experience in this video game is intended to be fanciful; do not try these moves in real life. The vehicles portrayed in this video game are recommended only for highly experienced riders 16 years of age and older.

Be a responsible rider. Riding an ATV is an exercise in responsibility – to yourself, to others and to the environment. An ATV is not a toy and can be hazardous to operate. For your safety, wear a helmet, eye protection and protective clothing, and never ride on paved surfaces or public roads. Never carry passengers, and never engage in stunt riding. Avoid excessive speeds, and be particularly careful on difficult terrain. And keep in mind that riding does not mix with drugs or alcohol. The ATV manufacturers of the vehicles portrayed in this video game recommend that all ATV riders take a riding course and read their owner's manual thoroughly.



SETTING UP YOUR CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻/RESET button. When the power indicator lights up, press the ⏏ button and the disc tray will open. Place the ATV Offroad Fury®3 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

ATV Offroad Fury 3 supports English, French, German, Spanish, Italian and Dutch languages. On boot up a language selection screen will be displayed with the above options. Choose your preferred language using the ⬆ or ⬇ directional buttons and press ⊗ to confirm your choice.

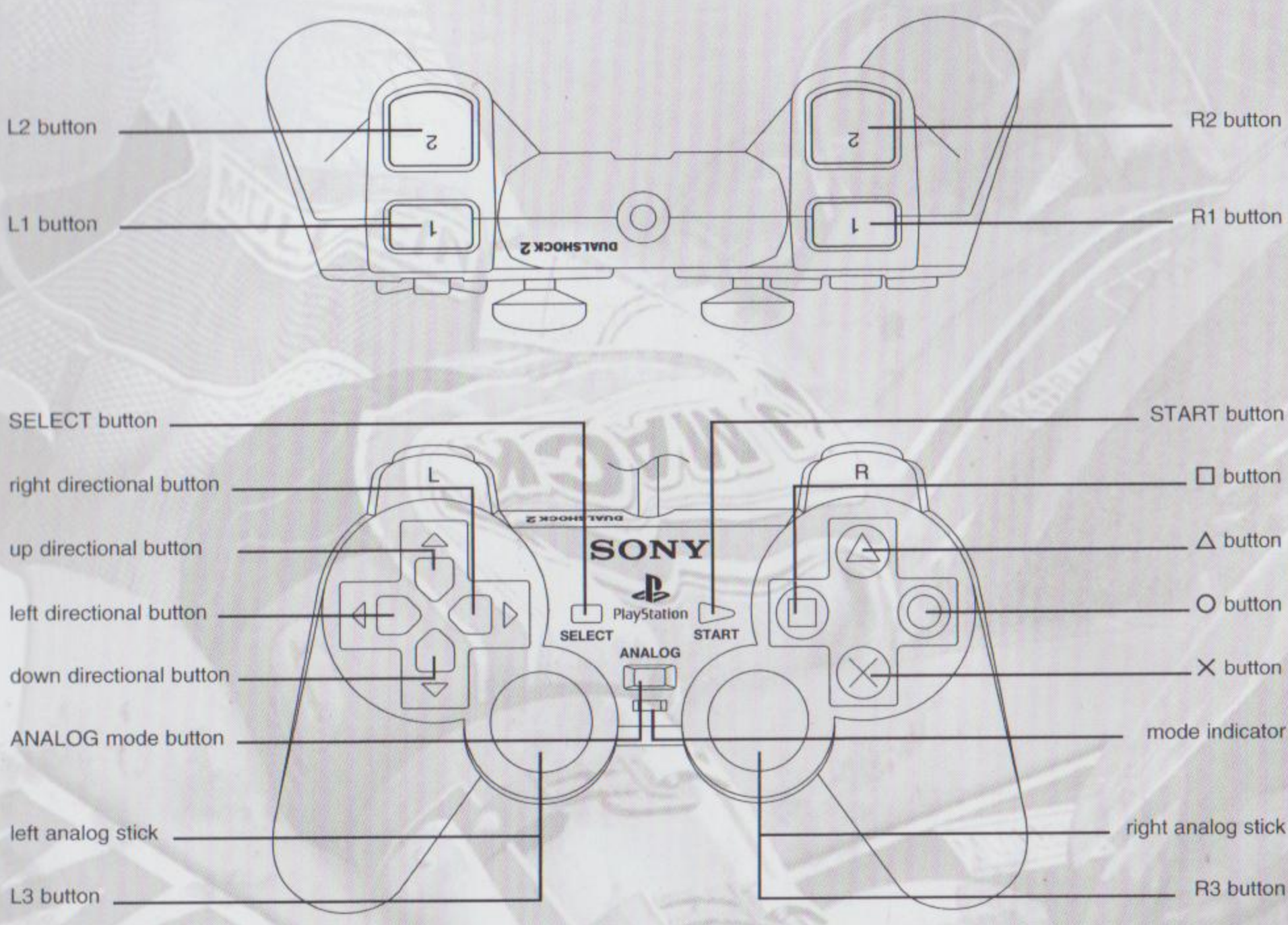
Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your console. You can load saved ATV Offroad Fury 3 game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB) (for Playstation®2) containing previously saved games. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. ATV Offroad Fury 3 will autoload any saved profile data on boot up.

Multitap (for PlayStation®2)

For three or four player games, use a Multitap (for PlayStation®2). Connect the multitap (for PlayStation®2) to Controller Port 1 of the console. Then insert the controllers sequentially into controller port 1-A, controller port 1-B etc. You cannot use the multitap (for PlayStation®2) in Controller Port 2. Insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1-A on the multitap (for PlayStation®2). MEMORY CARD slot 2 is not used when the multitap (for PlayStation®2) is used.

CONTROLLER DIAGRAM



ATV Offroad Fury 3

CONTROLS

Note: Controls below are shown using the left analog stick. The directional buttons can be used in place of the left analog stick.

Menu Controls

Select menu item	left analog stick ↑/↓
Change setting	left analog stick ←/→
Confirm/Accept selection	⊗
Previous screen	△
Pause/start game	START

Basic ATV Controls

Steer	left analog stick
Accelerate	⊗ or right analog stick ↑
Brake	□ or right analog stick ↓
Reverse	⊗ + □
Lean forward	left analog stick ↑
Lean back/wheelie	left analog stick ↓
Power slide	R1 while accelerating
Preload for jump	left analog stick ↓ at jump base, then snap left analog stick ↑ just before peak of jump

Stunts

Wheelie	left analog stick ↓
Scorpion	△ + left analog stick ↑
Endo	□ + left analog stick ↑
Bicycle	R2 + left analog stick ←/→
No Hander	△ + left analog stick ↓
Rodeo	△ + left analog stick ←
Heel Clicker	△ + left analog stick →
No Footed Can Can	○ + left analog stick ↑
Cat Nac	○ + left analog stick ↓
Double Heart Attack	○ + left analog stick ←
Tail Grab	○ + left analog stick →
Point Back	L1 + left analog stick ↑
Nac Nac	L1 + left analog stick ↓
Can Can	L1 + left analog stick ←
Saran Wrap	L1 + left analog stick →

Heart Attack Indian Air	△ + ◎ + left analog stick ↑
One-Footed Cordova	△ + ◎ + left analog stick ↓
Disco Can	△ + ◎ + left analog stick ←
Boogie Nights	△ + ◎ + left analog stick →
Cordova	L1 + △ + left analog stick ↑
Bar Hop	L1 + △ + left analog stick ↓
Tweak Air	L1 + △ + left analog stick ←
One Handed Indian Air	L1 + △ + left analog stick →
Tsunami	L1 + ◎ + left analog stick ↑
Indian Air	L1 + ◎ + left analog stick ↓
Sidewinder	L1 + ◎ + left analog stick ←
Shaolin	L1 + ◎ + left analog stick →
Holy Man	L1 + △ + ◎ + left analog stick ↑
Cliffhanger	L1 + △ + ◎ + left analog stick ↓
Lazy Boy	L1 + △ + ◎ + left analog stick ←
Pendulum	L1 + △ + ◎ + left analog stick →

Camera

Cycle through camera views	SELECT
Look back	L2

Waypoint Editor

Rotate camera	right analog stick
Move cursor	left analog stick
Place new gate	⊗
Edit existing gate	⊗
Delete gate	△
Rotate gate	L1 / R1
Hide/Show editor controls	□
Snap to first/next gate	R1
Snap to previous gate	L1
Reset Gate	◎
Toggle edit and drive mode	SELECT

Logo Editor

Select layer	left analog stick ↑/↓
Show new layers	⊗
Rotate layer	□ (hold) + left analog stick ↑/↓
Resize layer	⊗ (hold) + left analog stick
Skew layer	□ (hold) + left analog stick ←/→
Delete layer	□
Copy/Paste layer	○
Enter layer field	△

Virtual Keyboard Controls

Highlight character	left analog stick
Select/type character	⊗
Backspace/delete character	□
OK entry and close virtual keyboard	○
Cancel entry and close virtual keyboard	△

PLAYER PROFILE

You must create a Player Profile before playing ATV Offroad Fury 3. The Player Profile is stored on a memory card (8MB) (for PlayStation®2).

When prompted to create a profile, press ⊗ and enter your player name using the virtual keyboard. The Autosave feature will save all future data to your profile.

You can also create and manage a profile from the Options menu.

What Is Saved To Your Profile

- Your profile name and rating – Rookie, Amateur, Professional or Champion in every event
- Progress including percentage of Single Player Championship completion, earned Credits and win percentages
- Stats including lap times, scores, records for best performance in all categories
- All purchases and unlocked items including ATVs, parts, clothing, tracks, and sponsor logos
- Any rider or ATV customization

Player Profile Menu

Manage your profile from here. On the Main Menu, select OPTIONS and PROFILE.

LOAD – Load a profile for gameplay. Any game mode you select will depend on data stored in the loaded profile.

CREATE – Create a new profile. You can have up to four profiles.

DELETE – Delete a profile

ENTER CHEAT – Enter any cheat codes here to unlock all different features of the game

SAVE PROFILE – Save your current profile here

UNLOCK FEATURES WITH CHAMPIONSHIP CREDITS

Compete in Single Player Championship competitions and win Credits to buy (unlock) important items for your racing career including new ATVs, parts, rider gear, tracks, mini games and music videos. Use the Championship to open up game features for Multiplayer competitions.

See "Championship (Single Player)" on page 17.

You also unlock tracks and logos during championship participation and wins without spending Credits.

See "Shop" on page 20 to see the selection of items for sale.

MAIN MENU

Single Player

Take the training course, compete in single events or whole championships. Design custom Enduro courses using the Waypoint editor.

SINGLE EVENTS

Choose this to just get into the action with your favorite event. See "The Event Types" on page 14 for descriptions of the events.

CHAMPIONSHIP

This is a career move. Select an event and go for domination. Earn Credits with Championship victories to unlock other game features, including track locations, events, and new ATVs. See "Championship (Single Player)" on page 17.

WAYPOINT

Create your own Enduro courses. See "The Enduro Waypoint Editor" on page 21.

Multiplayer

SPLIT SCREEN PLAY – Up to four players compete on one console. (page 23).

Hall of Fame

View the best performances by event and location to see how you stack up. See player stats and records or view your saved replays.

Options

PLAYER PROFILE – Create and manage up to four profiles. Apply Cheats here too.

GAME SETTINGS – Make multiplayer, Autosave and game volume settings.

OVERLAY SETTINGS – Turn specific Display features on the Game Screen ON/OFF.

CONTROLLERS – Set controller options for each attached controller including the vibration function.

JUKEBOX – Make musical selections from the available songs.

MOVIES – View unlocked movies.

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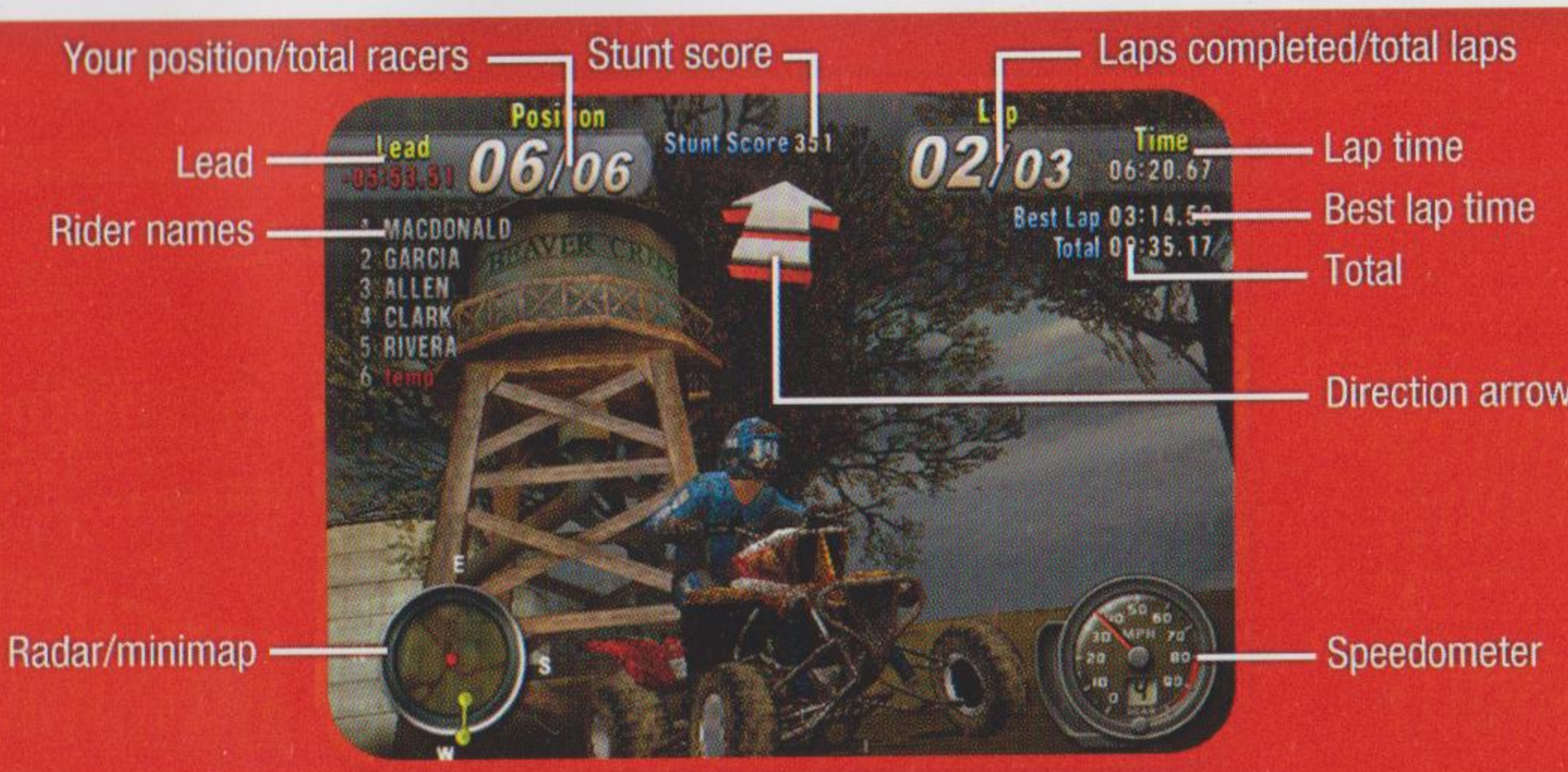

THE GAME SCREEN

Note: Not all features appear in all modes. Select OVERLAY OPTIONS on the Pause Menu to turn these displays ON/OFF during gameplay.

POSITION – See your position and the total racers and view rider position by name.

LEAD – See how you are leading or trailing in the race by time. When the number is green, you have the lead over the 2nd place rider by the displayed time. If it's red, you are trailing the leader by that time.

LAP – Laps completed and total laps

TIME – This is your current lap time.

BEST LAP TIME – Your best lap time for the current race.

Note: Because the start position on most tracks is not located at the same position as the finish line, first lap times do not count toward Hall of Fame entries and are not saved to your Player Profile.

TOTAL – This is the total elapsed time for the race.

SPEEDOMETER – Display your speed and gear position.

PRELOAD METER FOR JUMPS – Use the preload meter to power your jumps. See "Get Air by Preloading the Suspension" on page 12.

RADAR/MINIMAP OR RADAR/COMPASS – Shows course, rider positions and waypoints.

- Player 1 or Single Player is the red dot.
- AI (Computer) riders – White dots
- Player 2 – Blue dot
- Player 3 – Green dot
- Player 4 – Yellow dot
- The Radar/Compass appears in place of the minimap during Enduros and some Freestyle Objective events so you can navigate toward a waypoint or an objective.

DIRECTION ARROW – The arrow appears to put you back on track when you're going the wrong way.

STUNT IN PROGRESS – During execution of stunts, the stunt name, possible points and possible combo multiplier appear here. Pull off the stunt or combo and points turn green to indicate successful stunt. Those points are added to the Stunt Score. If the stunt name and score turns red, no points are awarded.

STUNT SCORE – Complete a stunt attempt successfully and the points are added to this total.

TAKE THE TRAINING COURSE!

On the Main Menu, select SINGLE PLAYER and TRAINING. First, watch the demonstration video for the exercise. Use the controls on screen to view the video. Pass basic lessons to unlock the more advanced ones. Complete a task within a specified time to attain a Bronze, Silver or Gold reward and unlock some very cool toys.

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DRIVING AN ATV

- Steer your ATV with the left analog stick ⬅/➡.
- Accelerate by pressing ⊗ or right analog stick ⬆.
- To brake, press ▣ or right analog stick ⬇.
- To drive in reverse press ▣ + ⊗.

The Ground War

When you steer the ATV on the ground, you automatically throw your weight to the right or left as you use the left analog stick. At the same time, you can throw your weight back (left analog stick). Hold it while accelerating and you pop a wheelie. ATV capabilities, shock adjustment, gear ratio and your skill influence turn handling. Surface conditions such as mud, snow and dirt influence traction.

POWERSLIDING

Use the powerslide technique to swerve into and out of turns. At full throttle, press R1 and slide into a tight turn. This is an alternative to braking before entering a turn. Learn when to release R1 at just the right point in the turn to minimize loss of speed.

NAILING THE HOLE SHOT

Take the lead into the first turn for the hole shot and score bonus points.

Get Air by Preloading the Suspension

Preloading powers your jump for massive hang time and distance. Big air is essential for busting huge trick combos. Good landings begin with precision preloading that gets just the right amount of air. Watch the Preload Meter (near the speedometer). When it's colored blue, you can preload the jump. Press the left analog stick ⬇ and then snap it ⬆ as you hit the peak of the jump. The more the meter fills with Yellow and Red the more air you achieve during the jump and the greater distance you will travel.

Stick The Landing

While airborne, use the left analog stick to shift the ATV angle to match the landing surface. Wipeouts happen when you hit the ground at a bad angle (too heavy on the front or back wheels) or place extreme pressure on one wheel. Land on the far side down slope of hills to maintain speed.

Stunts, Stunt Combos and Linking Stunts

Don't waste flight time. Pull stunts when you are airborne to score points. See "Stunts" in the control section on page 4. To get some serious points, combine stunts during one jump to create combos that result in a point multiplier.

LINKING STUNTS

Keep that point multiplier going even when you hit the ground by pulling ground stunts before launching off the next ramp into your next air combo.

ATV PERFORMANCE

Even with an amateur level ATV, the right tires, shocks and gear ratio have a dramatic effect on performance. Check these items before each event. As you gain Credits (to shop for performance parts) your options increase.

Tires

Select TIRES from the ATV/Rider Menu that appears after you select an event. The right rubber can get you the checkered flag or a ride over a cliff. Weather and terrain are two factors that should guide tire selection. Check your tire choice against the Track Information on the Event/Championship Screen, then choose the tire with the highest rating.

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Tune-ups

After you have selected an event, select GARAGE on the ATV/RIDER Menu, then ATV'S and then TUNE. Tune-ups include adjusting shocks (front and rear) and changing the gear ratio of the ATV. Shocks settings influence handling. Gear ratios influence engine power for acceleration and top speed.

THE EVENT TYPES

Each event has an Amateur and Pro Class. Most events are locked when you begin. Single Player Championship victories unlock additional events that then become available for Single Player and Multiplayer events.

Supercross

Supercross is stadium racing where you can become a crowd-pleasing hero or choke in front of a huge audience. These indoor events feature almost constant turning and jumping so your preloading and power sliding skills must be top-flight. Pure speed is less important than quick acceleration.

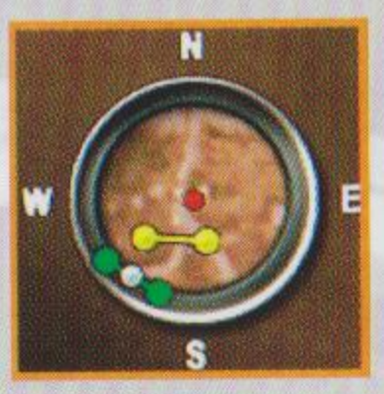
Nationals

These outdoor events feature high-quality venues with well-designed courses designed for the best riders. Though weather conditions can be a factor, the real challenges are built into the course.

Enduro

Enduro competitions pit you against the competition and the environment in equal measures. The Rules: Make it through the gates in the proper order while nature and terrain tear into you and your machine. Slog through mud, snow or sand while dodging stumps, cliffs and other riders. Use the Direction Arrow to navigate to each checkpoint.

- The Compass/Radar displays the next checkpoint as a green icon and the one after as a yellow icon.



Short Track

Short tracks are just that…short. But this does not make them easy. If you are constantly unable to nail your technique on a specific turn, you lose fractions of a second each time you hit it while other riders increase the lead.

Freestyle (Classic)

Display your airborne artistry and insanity pulling incredible stunts. Freestyle events can take place wherever there is huge air potential. That could be over a cliff, off a rooftop or from a gigantic ramp

- Hold a single stunt as long as possible to raise your score.
- Stunt combos rake in more points than single stunts by creating a stunt multiplier.
- Variation scores the most points. Pulling the same stunt over-and-over gets you less points each time.
- You are racing against the clock.

Freestyle Objective

Clear all the objectives within a time limit.

Hit Green or Red Targets – Hit all the floating targets. Using the Radar/Compass to navigate.

Bust Combos – Stomp a required number of combos within the time limit.

Score – Score a required number of stunt points within a time limit.

Link Stunts – Link airborne stunt combos using ground tricks.

Olympics

Go for dominance in a test of all-around event skills.

Freeride

Just roam or bust stunts wherever you want for an unlimited amount of time on any unlocked track or environment. This is a great way to practice. Freeride is a Multiplayer option too.

SINGLE EVENT MODES

In Single Event play you can further define your event choice by selecting a mode on the Single Event screen before selecting START.

Race Mode

This mode gives you the option to race against computer players or alone. You can set the AI competition's difficulty to NORMAL or EXPERT.
Race is the default mode.

Lap Attack

Compete against your own best lap ghost. Make your first run. On second or third lap, you will race against the ghost who appears as a replay of your fastest lap. Beat that ghost on the next lap and compete against a faster ghost on the next.

Free Ride

Select Free Ride to practice on any unlocked track/event/environment. Explore or practice without time limits or the distraction of opponents.

USING REPLAY

Use the Replay to relive your big race or see where you went wrong. Select REPLAY after the close of a race, on the Race Again Screen.

CHAMPIONSHIP (SINGLE PLAYER)

This is a competitive career. Use the Credits you win here as money to buy or unlock ATV's, ATV parts, rider gear and tracks. Additional Multiplayer options and features become available after they are purchased or unlocked in Single Player Championship mode.

The Championship Select Menu

Select your championship here and keep track of your progress between events. This serves as a status screen throughout your quest for the championship.

EVENTS/ DIFFICULTY – Select the event you want. Note that you start a run at the championship with amateur status and at Normal Difficulty. A lock appears over events where you are not yet qualified to compete.

RACERS LIST – Check here after a race to see how you stacked up on points and position.

ROUND – Look here to see the total number of rounds you have raced in this event and how many there are total.

CREDITS – Event wins earn you Credits that are displayed at the lower right of the screen. Use Credits to buy high performance parts, new machines and more.

Race Results

Race results are listed by your profile name. Check your finishing position, total elapsed time for the race, best lap time and stunt score. If you broke a record in any category, the congratulations screen will appear.

CHAMPIONSHIP RESULTS – Get your finishing position and points for the event.

CAREER PROGRESSION SCREEN – View this to see how you met the requirements. You will be notified if you qualified for the next race. Depending on the race, you may have to finish in a certain position to qualify for the next race.

THE GARAGE

Find the Garage on the ATV/Rider Menu that appears after you decide on your Championship event. Shop for parts, tune up your machine, switch ATV's, view career history, customize riding clothes, and more.

ATV Options Menu

Come here to change ATVs or work on your ATV. This includes shock and gear tune-ups, tire & part swaps, paint and logos.

CHANGE ATV – This is where you decide which ATV to use in an upcoming event. Each ATV is rated for Top Speed, Acceleration, Braking and Cornering.

TUNE – See "Tune-Ups" on page 14.

PARTS – Select parts to use on your ATV. You have already purchased these parts at the shop. See "Shop" on page 20.

PAINT SHOP – See "Paint Shop" on page 18.

LOGOS – See "Custom Logos" on page 19.

Riders

View and change rider options.

CHANGE RIDER – Select the gender of your rider, as well as their skin tone and hair colour.

GEAR – Select Jersey/Pants, Helmet, Goggles, Gloves and Boots. These are items you have already purchased from the Gear Shop.

NAME – This is the name that appears on your jersey. The rider name is your profile name by default. You can change it here.

NUMBER – This is your jersey number. By default it is "00". You can change it to any number up to 99.

The Paint Shop

Use the Paint Shop to give that custom finish to either your ATV or Uniform. The paint shop option appears on both the ATV and Rider option menus.

1. Select the color option and press ⊗ to display the palette.
2. Use the left analog stick to select the color you want and press ⊗.

- If you want your Uniform and ATV to match. Select either USE ATV COLORS on the Rider Paint Shop menu or USE RIDER COLORS on the ATV Paint Shop menu.
- Select STATUS COLORS to represent your ranking as a Rookie, Amateur, Pro or Champion.

Custom Logos

Select CUSTOM LOGOS on the Garage Menu.

Display your own brand identity with a logo you create in the Logo Editor.

Your logo is created in layers. You can have up to 10 layers.

1. Press the left analog stick ⬆/⬇ to highlight a layer position and press ⊗.
2. Press the left analog stick ⬅/➡ to highlight a layer image and press ⊗.
3. Use the left analog stick to position your image.

- To resize the image, press and hold ⊗ and use the left analog stick.
- To rotate the image, press and hold L1 to rotate left or R1 to rotate right.
- To skew the image, press and hold ▣ and press any direction on the left analog stick.
- Change the color of the image by pressing ◉ selecting the color you want and pressing ⊗.
- To change the order of the image within your ten layers, press L2 to move the image closer and R2 to move the image further away.

4. When you are finished with the layer, press △, select another layer and repeat for the next layer.

To select and place your custom Logo or any other logo on an ATV or Rider:

1. Select ATVS or RIDERS from the Garage Menu. Then select LOGOS.
2. Select a position where you want to place the logo.
3. Press the left analog stick ⬅/➡ to cycle through the logos and press ⊗ to accept the logo.

Career History

Get the last word on your ATV Offroad Fury 3 progress.

GAME STATUS – View all key data including your percentage of game completion, number of sponsors and more.

TROPHIES – View every trophy win by difficulty level and event.

SHOP MENU

Make purchases with Credits won during Single Player Championship competition. Find the Shop Menu by selecting GARAGE from the ATV/Rider Menu. Buy ATVs, parts, rider gear, mini games, music videos and even tracks.

To make a purchase:

Select the item type you want. Press the left analog stick ⬅/➡ to check out the merchandise and the price that appears right under your available Credits. If you want it and can afford it, press ⊗.

Music Videos

Use credits to purchase music videos. Then play them by selecting MOVIES on the Single Player Menu.

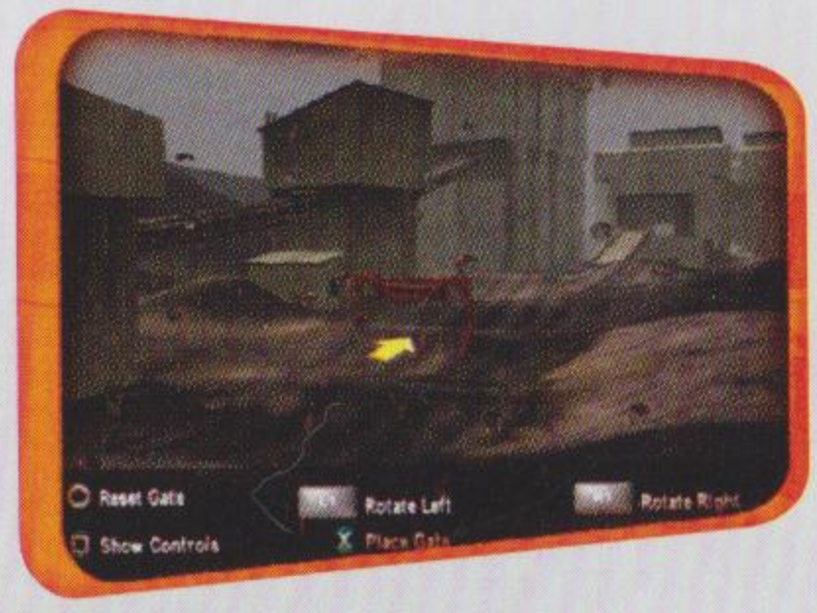
THE ENDURO WAYPOINT EDITOR

Create your own Enduro courses on the same environments used in Pro and Amateur Enduro competitions.

- You can create up to three courses per environment.
- Environments must be unlocked before you can edit them.

Creating Your Course

1. Select WAYPOINT from the Single Player Menu to open the Waypoint Status Screen.
2. Choose a Track. On the Waypoint Status Screen, highlight TRACK and press ⊗ to display the tracks. Press the left analog stick ←/→ to select an available track and press ⊗.
3. Select a WAYPOINT race. Select WAYPOINT and press ⊗ to display the races. Press the left analog stick ↑/↓ to select a race and press ⊗. You can create three different races per enduro track.



4. Select START EDITING to begin editing close to the center of the environment. Press ⊗ to generate your Starting gate.
5. Place a gate. Use the left analog stick to move the cursor (and gate) to any position in the environment. Rotate it by pressing R1/L1.

Note: Use the right analog stick to really check out the terrain before positioning a gate.

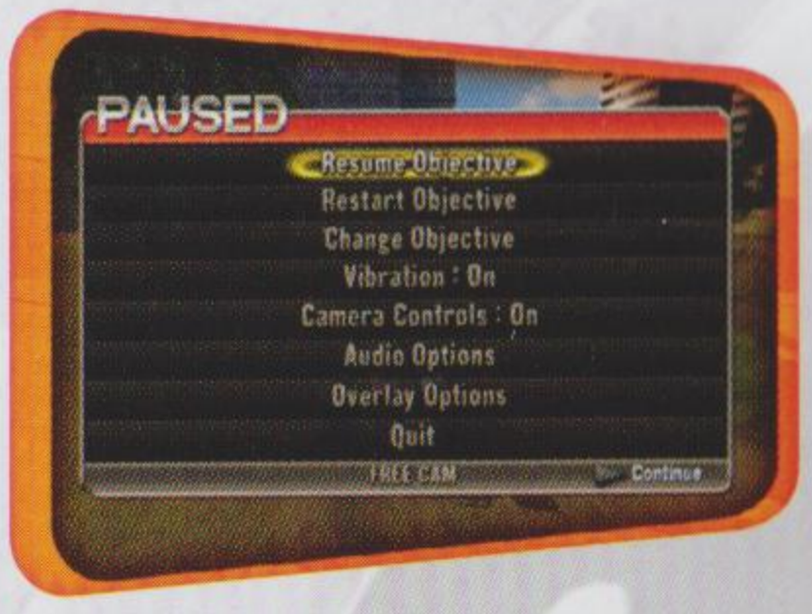
- If the gate color is yellow, you can place it by pressing ⊗. You cannot place the gate if it is colored red: this means either the terrain is too uneven, you are trying to place the gate in water too deep or the gate is intersecting with an object, such as a barn. Once placed, the gate turns green. Repeat this process by moving the cursor to the next place you want to place a gate and pressing ⊗.
- If you change your mind about a gate position, point at it with the cursor and press ⊗ to take control of the gate then move it (you can select a gate when it is highlighted green). To leave it as it was, press ○. To delete it, press △.
- The first gate you place is larger than all others and is known as the start gate. You cannot delete the start gate after it has been placed, unless all other gates are deleted at the same time. The graphic accompanying the start gate shows where each bike will be positioned if the waypoint race is played in multiplayer mode.

- You can place up to 50 gates on any course.
- To cycle through all your gate positions, press L1 / R1.

Test Drive and Save Your Course

Take a test drive. Press SELECT and test-drive your course to see if you like the position of the gates. You can only switch to test-drive if you are not in the process of placing a gate. Press SELECT again to return to editing anytime you want to make changes.

Press START to pause, and select SAVE and SAVE again when prompted to save your new course.



THE PAUSE MENU

RESUME GAME – Continue play.

RESTART GAME – Start the event from the beginning.

VIBRATION – Turn the vibration function on controllers ON/OFF.

AUDIO OPTIONS – Set Music and Sound FX volumes. Select a musical track.

OVERLAY OPTIONS –- Turn specific Heads-up Display features on the Game Screen ON/OFF. See the "Game Screen" on page 10 for a description of each.

RESTART OBJECTIVE (Freestyle Only) – Restart the Freestyle Objective event.

CHANGE OBJECTIVES (Freestyle Only) – Change the objective during a freestyle event.

QUIT – Quit to the previous menu.

GAME LOBBY (MULTIPLAYER)

The Game Lobby appears before a race in multiplayer modes including Split Screen. Make final gameplay decisions and signal you're ready to play from here.

GAMEPLAY OPTIONS

- Press ◉ to set options before starting play.
- The Garage option allows you to use any features unlocked by the current (loaded) single player Profile.

SPLIT SCREEN (MULTIPLAYER)

Up to four players battle tough terrain and each other on any unlocked track or environment.

- Play any unlocked mini games.
- Freeride any unlocked track or environment.

Note: Multitap (for PlayStation®2) must be used for 3 or 4 player games.

Starting Up a Split Screen Game

1. On the Main Menu, select MULTIPLAYER, then SPLIT SCREEN PLAY.
2. Each player presses START to join play.
3. On the Create Game screen, select the game options you want. Championship Games can include AI (computer) riders if you want.
4. The Game launches from the Lobby when all players press ⊗ or START to signal ready. (A green check mark appears next to each player name.)

THE MINI GAMES

Play Mini Games in Multiplayer Mode. The games must be unlocked during Single Player Championship games. For Tag, Treasure Hunt and Mountain Master, select any available track. Each player can visit the Garage Menu prior to the game. Press ◉ to make option changes. For team mini games, select either Blue or Red team by pressing the left analog stick ⬅/➡.

Tag Ball

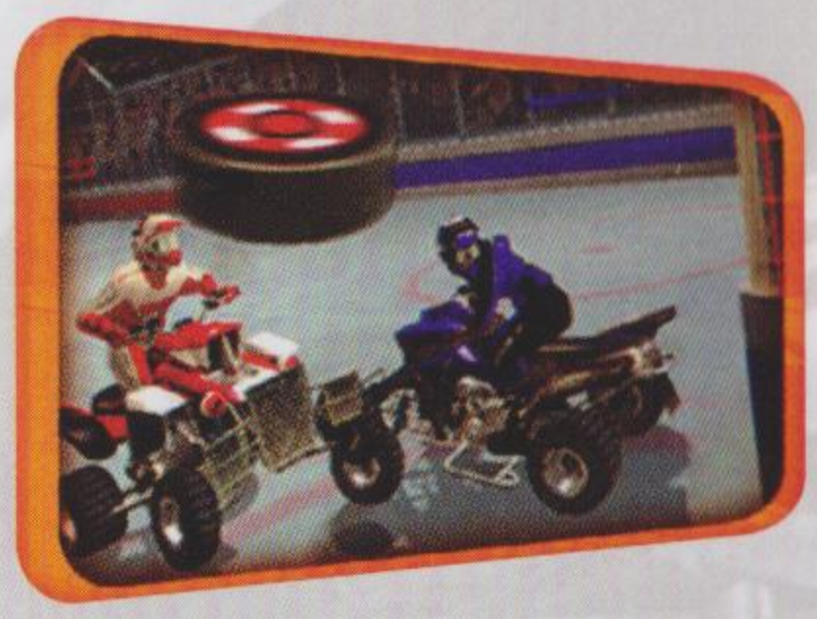
Find the blue spinning balls by using the Direction Arrow. Capture the balls and they change to your player color, the timer starts ticking and you are it! Keep possession of the balls as long as you can while pulling as many stunts as you can. You must have possession to score stunt points. Opponents track you down and hit you and take possession of the balls. The player who scores the most stunt points wins.

Mountain Master

Be the first to perform a stunt on a hill and you own it! That hill gets labeled as yours and displays your stunt points. You keep the hill until someone beats that score. Unclaimed hills display "Available." The winner owns the most hills at the end of the game. High scorer breaks a tie.

Hockey

Drive the puck toward the opponent goal by hitting it with your ATV. Score as many goals as you can within the time limit. Break a tie with uninterrupted play until a team scores.



Treasure Hunt

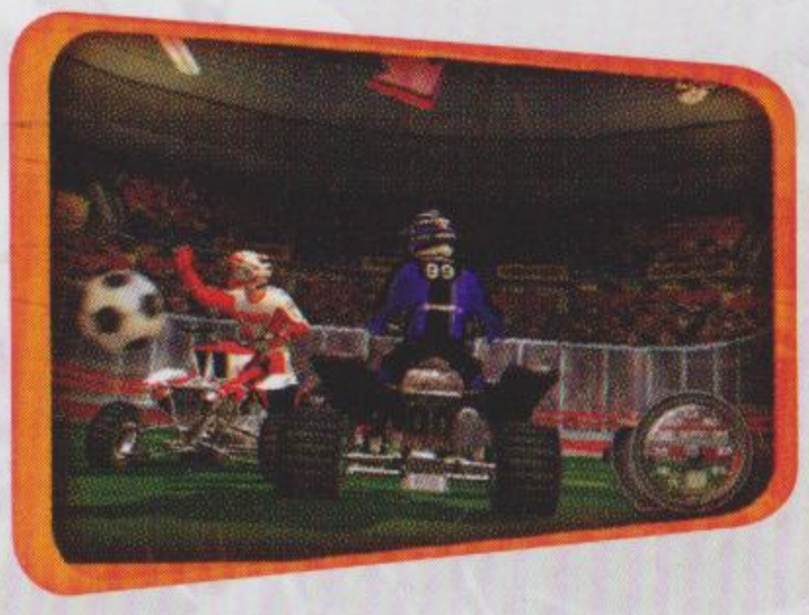
Snatch up as many tokens as you can as fast as you can. The Direction Arrow points to token locations. Each token is worth cash: A Gold Token is worth $1000, a Silver is worth $500 and a Bronze is $250. The game is over when time runs out. High scorer breaks the tie so pull some stunts.

Basketball

Take possession by hitting the ball with your ATV. Press ◉ to shoot the ball at the basket. Hold down ◉ for a stronger shot. On defense, hit the ball handler to knock the ball loose. Break a tie with uninterrupted play until a team scores.

Soccer

Score the most goals within the time limit. Hit the ball with your ATV to take possession. Press ◉ to kick the ball for a goal or pass. Use the left analog stick ⬇ to elevate the shot. On defense, hit the ball handler ATV to knock the ball loose. Break a tie with uninterrupted play until a team scores.



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Debi Mae West – Announcer

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ATV Racing footage provided by:
Wes Miller, H-Bomb Films

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